from OpenGL.GL import \*

from OpenGL.GLUT import \*

from OpenGL.GLU import \*

def draw\_points(x, y):

glPointSize(5) #pixel size. by default 1 thake

glBegin(GL\_POINTS)

glVertex2f(x,y) #jekhane show korbe pixel

glEnd()

def iterate():

glViewport(0, 0, 500, 500)

glMatrixMode(GL\_PROJECTION)

glLoadIdentity()

glOrtho(0.0, 500, 0.0, 500, 0.0, 1.0)

glMatrixMode (GL\_MODELVIEW)

glLoadIdentity()

def showScreen():

glClear(GL\_COLOR\_BUFFER\_BIT | GL\_DEPTH\_BUFFER\_BIT)

glLoadIdentity()

iterate()

glColor3f(1.0, 1.0, 0.0) #konokichur color set (RGB)

#call the draw methods here

draw\_points(250, 250)

glutSwapBuffers()

glutInit()

glutInitDisplayMode(GLUT\_RGBA)

glutInitWindowSize(500, 500) #window size

glutInitWindowPosition(0, 0)

wind = glutCreateWindow(b"OpenGL Coding Practice") #window name

glutDisplayFunc(showScreen)

glutMainLoop()